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PCT/AU00/00997

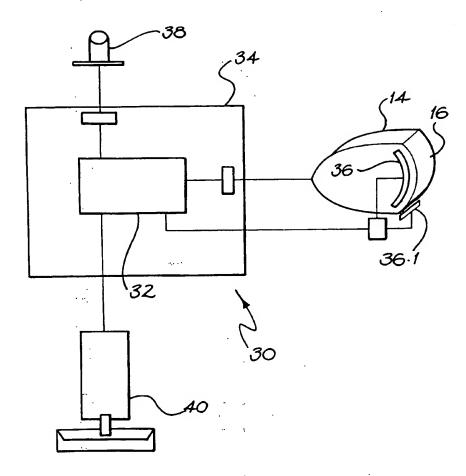
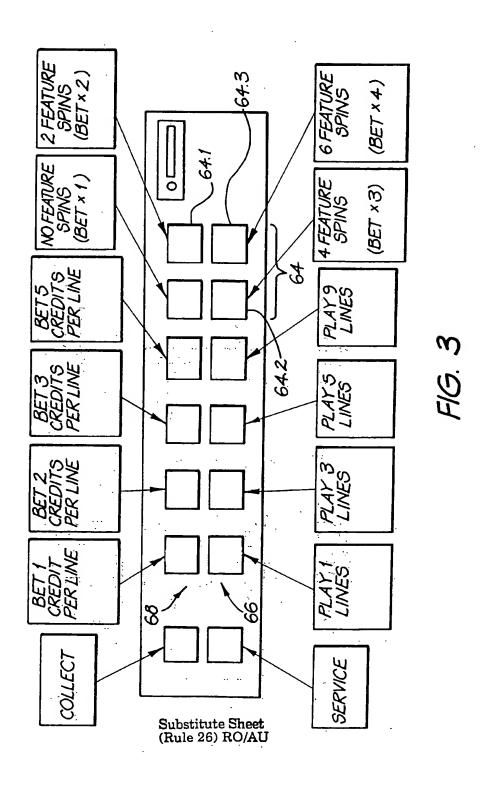


FIG. 2

Substitute Sheet (Rule 26) RO/AU 3 / 9



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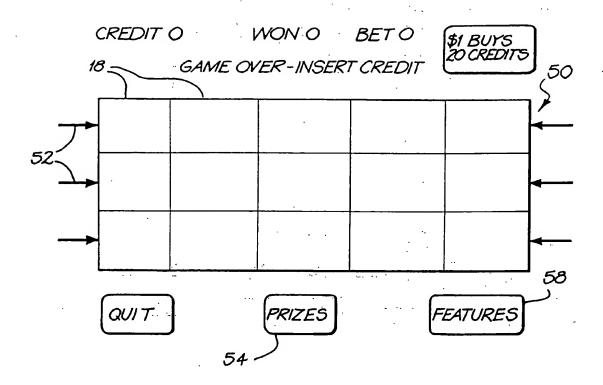
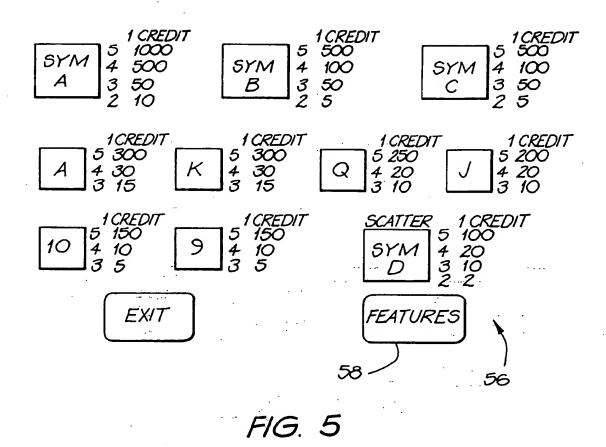


FIG. 4

Substitute Sheet (Rule 26) RO/AU

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Substitute Sheet (Rule 26) RO/AU

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quadrupted. COST=2credits SYM B Substitutes for na of SYMD in 2057 = Mocredia substitute are next 5 games (x bet per line All wins with 10 free garnes. (OST=2 credits remaining red. COST-5 credits scatters starts Any4 of a kina re-spins the (xtotal bet) credits (x total bet 3 or more per game aer game oer game by the no of SYMA on the COST = 3 credits game for every extra credit bet pays are win is repeated (x total bet) Scatter win gives a free per game Any scatter per game 2057 = 1 credit substitutes for all symbols. (x total bet) x total bet per game per game

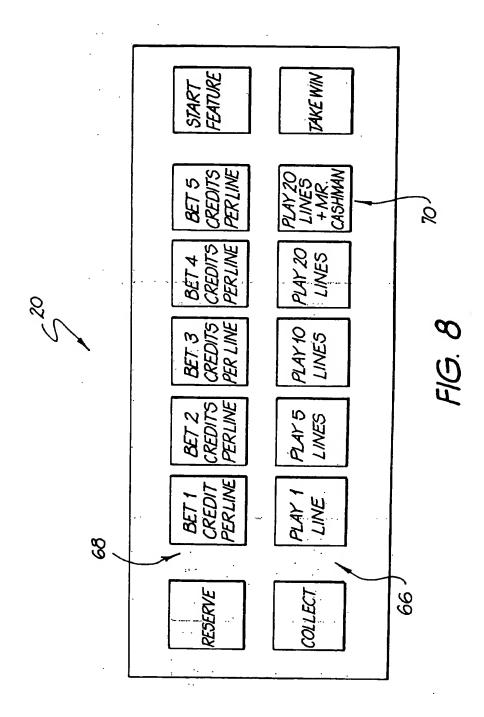
Substitute Sheet (Rule 26) RO/AU

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62 is repeated by no of SYMD in next 5 games All wins with SYM A substitute are quadrupled. substitutes for all symbols. SYN B Any 4 of a kind re-spins the All symbols pay scatters starts 10 free games. remaining reel 3 or more scattered 6 gives 5 bonus games by the ro. of SYMA on the win is repeated where all wins pays are Iny scatter are doubled. Scatter win screen. Cost is 1 credit per game for each feature selected or 5 features br 4 credits pergame substitutes for all symbols. ANY scattered EXIT

F1G. 7

Substitute Sheet (Rule 26) RO/AU



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